QGIS Application - Feature request #6432
Keep map object under the pointer still while zooming in

2012-09-28 08:33 AM - Sandro Santilli

Status:	Closed		
Priority:	Normal		
Assignee:			
Category:	GUI		
Pull Request or Patch supplied:	No	**Resolution:**	invalid
Easy fix?:	No	**Copied to github as #:**	15675

Description

While zooming in to a feature with the mouse wheel it is very easy to loose it unless it is perfectly centered in the viewport.
It isn't easy at all to put a feature in the exact center of the viewport.

Wouldn't it be great to make whatever is under the mouse "locked" at that position whatever zoom level a user changes to ?
At least for zoom in. Not sure about zoom out

History

#1 - 2012-09-28 08:42 AM - Sandro Santilli

Uhm, I found out that it is actually "kind of" easy to put a point to the center: select ZoomIn tool, click on the point.
And once you are at it you probably want the center to stick.
Ouch. Maybe a modifier (SHIFT-wheel) would be acceptable ?

#2 - 2012-09-28 08:48 AM - Sandro Santilli

I found this snippet in qgsmapcanvas.cpp:

```
case WheelZoomToMouseCursor:
{
    // zoom map to mouse cursor
```

Does it mean what I'm asking is supposed to be already implemented ? In that case it's a bug!

#3 - 2012-09-28 08:55 AM - Sandro Santilli

- Resolution set to invalid
- % Done changed from 0 to 100
- Status changed from Open to Closed

Great, fixed without a line of code (stupid me).
It's already optional !!
For the occasional reader: Settings->Options->Map_tools->Panning_and_zooming->Mouse_wheel_action

Cheers !